Amendments to the Specification:

Please replace paragraph [0001] with the following amended paragraph:

[0001]   This application is a divisional of [[U.S.]] Application No. 10/011,648 filed on December 4, 2001.

Please replace paragraph [0043] with the following amended paragraph:

[0043]   The internal design of an MPU 1 is illustrated in Fig. 3. Being essentially a wireless PDA, unit 1 incorporates touchscreen LCD 3, antenna 4, LED 8, connector 7, control buttons 6, a programmable microprocessor 18, such as a ~~Dragon-Ball-Z®~~ Dragon-Ball-Z microprocessor, a spread-spectrum RF transceiver 19, such as a BlueTooth ~~BlueTooth®~~ transceiver and a speaker 20. Also incorporated within the internal design of an MPU 1, but not shown explicitly in Fig. 3, are conventional dynamic and non-volatile memory and a rechargeable battery.

Please replace paragraph [0052] with the following amended paragraph:

[0052]   The data broadcast by UDK 2 over antenna 15 originates at PC 21. PC 21 stores a schedule of bingo games or patterns to be played in its memory in a conventional way. PC 21 also utilizes a standard random number generation utility to generate randomly called bingo numbers. As an alternative, a conventional ball hopper or bingo rack may be used to generate random bingo numbers. PC 21 also automatically verifies all sold bingo cards (i.e., bingo cards downloaded in each rented MPUs 1), with each new called bingo number in order to detect a winning card as taught by U.S. Patent No. 5,951,396 to Tawil and is further disclosed in applicants' co-pending U.S. Patent ~~Application No. 60/241,982~~ 10/042,044 entitled "Fully Automated Bingo Session." Once a winning card is detected, PC 21 algorithmically computes the identification number 100 of bingo pack 43 that the winning bingo card was downloaded to. Knowing the winning pack number 43, PC 21 finds the winning player corresponding to the manufacturer's

identification number 33 by searching status table 35. Once the winning player is found, PC 21 updates the player's balance 57 to reflect the winning prize.

Please replace paragraph [0063] with the following amended paragraph:

[0063]   The above general outline of events involved in playing slots on MPU 1 is illustrated by flowcharts presented in Figs. 14 through 16. Specifically, Fig. 14 illustrates the "initiate spin" task performed by MPU 1 in response to pressing pushbutton "SPIN" 92. Note that similarly to PC 21, MPU 1 also executes a multitasking application program preferably, in Linux ~~Linux®~~ environment. The processing involves a repetitive polling of touchscreen button 92 by the embedded microprocessor of MPU 1 in the step "SPIN?" 116. The polling continues until a pressing of button 92 is detected. Then, MPU 1 forms request 94 in the step "FORM REQUEST" 117. Subsequently, MPU 1 encodes request 94 into block 83 and transmits it via transceiver 19 in the step "TRANSMIT REQUEST" 119. The request 83 sent by MPU 1 is received by UDK 2 and processed by its PC 21 in the step "RECEIVE REQUEST" 120 shown in Fig. 15 that illustrates a "determine outcome" task. Subsequently in the step "DECODE REQUEST" 121, PC 21 decodes the true request 94 from its received encapsulated form 83 using the encryption/decryption key 82 stored in table 35. In the same step "DECODE REQUEST" 121, PC 21 strips out the manufacturer's identification number 33 of MPU 1 that transmitted request 83. Using the decoded manufacturer's identification number 33, PC 21 then performs the step "FETCH UNIT RECORD" 122 by searching group 70 of table 35 for a record matching MPU 1 that transmitted the received request 83. Subsequently, in the step "DECREMENT UNIT'S BALANCE" 123, PC 21, assuming the current balance 57 is sufficient, decrements a player's balance 57 by the amount of coins specified in the field 95 of request 94. At this point, PC 21 determines the random outcome of player's bet 95 by executing the step "GENERATE RANDOM OUTCOME" 124 involving a generation of a pseudo random number with the help of a conventional software utility. If the generated random outcome results in winnings as determined in the test step 125, PC 21 increments a player's balance 57, by the amount won as specified in the paytable of the game stored in the memory of PC 21, in the step "INCREMENT PLAYER'S BALANCE" 126. Otherwise, PC 21 directly proceeds to the step "FORM RESPONSE" 127. In the latter step, PC 21 forms data field 91 and the return address 33 of MPU 1 and increments the block sequence number 89.

Subsequently, PC 21 computes digital signature 88 utilizing the encoding/decoding key 82 in the step "ENCODE RESPONSE" 129. Finally, PC 21 transmits the fully formed response 87 to MPU 1 via transceiver 16. The response 87 of UDK 2 is received by MPU 1 in the step "RECEIVE RESPONSE" 130 and is decoded in the step "DECODE RESPONSE" 132 with the help of key 82. Specifically, the random outcome of the game 91 is filtered out and is presented on touchscreen 3 in the step "DISPLAY OUTCOME" 132 shown in Fig. 16 illustrating a "display outcome" task.